

COUNTRY PARTY

SCENARIO ASL TAC 60

Translated by Coastal Fortress Gaming Group



VICTORY CONDITIONS: The British win at game end if they control Building 10Z6 and 4 other multi-hex buildings (Rowhouses are considered multi-hex buildings for control rules)

SEPT-VENTS, FRANCE, 30 July 1944:

In order to hold the German armored forces in the British Normandy sector and to avoid them counter-attacking the "Cobra" offensive, Montgomery decided to launch the "Bluecoat" operation. This operation goal was to seize the Caumont area, obliging the Panzers to go for a large bend if tempted to go west and losing critical time in the process. The main objective was Hill 309, pivot of the German defense. The 326th Infantry Division, an exhausted unit, held the sector. The 15th Scottish Division was tasked with the attack, supported by Churchills from the 6th Guard Tank Brigade. Both units were heavily supported by powerful artillery and numerous special engines (Funnies). The attack front was narrow, but countless hedges cutting the terrain favored the defense. On the morning of July 30th, the largest attack ever undertaken by infantry tanks started.

BOARD PLACEMENT:

10

Hd9 Hd5
Hd4 Hd11
Hd7 Hd6



BALANCE:

⊙ Replace the 9-1 Leader in the British OB with a 9-2 Leader

⊕ Replace the MMG in the German OB with a HMG

⊕ GERMAN sets up first	1	2	3	4	5	6	7	END
⊙ BRITISH moves first								



Elements of 751st and 752nd Grenadier Regiment, 326th Infantry Division [ELR:3]

Sets up on/south of hexrow P{SAN:4}:

1 4'-6-7	2 4-4-7	3 5-1	4 8-0	5 7-0	6 5-12	7 3-8	8 12-4	9 7 morale
6	3					3		12



1 81* (2-60)	2 2-2-8
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1 5 OVR, OBA: +4 Other: +2	2 24 factors
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Elements of 9th Cameronians, 227th Highland Brigade [ELR:4]

Sets up north-east of a the 10N0-N3-oM4-M10 line {SAN:2}:

1 4'-5-7	2 9-1	3 8-0	4 7-0	5 2-7	6 51 (2-11)	7 8-3
13				3	3	2

Elements of 1st Squadron, Grenadiers Guards (6th Grenadier Tank Brigade)

Enter on Turn 1 on 10I1

1 75 2/4	2 15 12 (12) *20L -/4/a
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Elements of 2nd Squadron and Regimental AA troop

Enter on Turn 3 on 10I1

1 75 2/4	2 95* 2/4	3 9-1 2-11
3		

Scenario Design: Jean-Luc Béchennec '94

SSR:

- EC are moderate, with no wind at start. Kindling is NA
- Hedges are Bocage (B9.5). Place the following overlays: **Hd4** in M9-L8, **Hd5** in N2-M2, **Hd6** in T4-T3, **Hd7** in U10-T9, **Hd9** in M4-L4 and **Hd11** in P4-P5 (Tactiques Hedges overlays). The openings in some Overlays Hedges are Breaches (B9.541). The Rowhouses are normal multi-hex buildings (The black bars do not exist)
- One German squad-equivalent may setup HIPwith all Leaders/SWs stacked with.
- Before German setup, the British player secretly records a Pre-Registered hex, within LOS of a hypothetical offboard observer placed at level 3 on the north edge. The British player also chooses at the same time a game Turn (1 or 2) and a fire phase (PFPh or DFPh). At the start of the chosen fire phase, he chooses an OBAmision (70+mm HE, concentrated or harassing, WPor smoke) and places a FFE:1 on the Pre-Registered hex, rolls for accuracy (C1.732), and resolves the FFE:1. The FFE:2 is resolved at the next fire phase in the same final location (without any correction). No chit draw or extra-draws are required. No other mission is available for this OBAmodule.
- Hexes sharing a Bocage hexside with a road hex are equivalents to building hexes for Street Fighting purposes in the accord-ing road hex.

AFTERMATH: Several Churchills where immobilized by mines, but the Cameronians advanced toward Sept-Vents across orchards and Bocages. They where supplemented with several tanks and some others supported them with Gunfire. The Defense stiffened on the vil-lage edges. Other Tanks, and between them Anti-Aircraft Crusaders joined then. Their devastating fire suppressed the last resistance attempt. The infantry cleared the seized terrain and Sept-Vent was declared safe around 1030. The attackers then could resume their progres-sion in the surrounding countryside.